

DRAGONLANCE

THE TOBRIT

Issue 3 — April 2003



The Tobril

A DRAGONLANCE web-magazine

Issue 3 — April 2003

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Diego's Dedication:

"This cover is dedicated to my wife Jaqueline"

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Editorial

Adventuring in Dragonlance

—Written by Luis Fernando De Pippo



he Dragonlance setting has always been supported by adventures. In fact the idea of Dragonlance started as a group of adventures and then moved to become the popular novel world we all know and love. A certain Tracy Hickman deserves the praise for providing us with the novels and most of the adventure modules that lets you play as the Heroes of the Lance, or as characters that will change the face of Krynn forever.

I have really fond memories of playing the original DL modules in long nightly sessions that extended well into the morning of the following day. To tell the truth, not the original modules but the AD&D 2nd Edition versions of them. I would have liked to play them as they were created, but both my DM and I started gaming with AD&D 2nd Edition and did not know anything about 1st Edition.

When we gathered the first time to play I wanted Sturm or even Caramon as a character, but I was stuck with Raistlin because I “knew how to play a mage” according to my DM and some of the players. Quite frankly I did not want to play Raistlin because I thought that he, as an AD&D character, sucked. Also without some “cheating” he could not do what the novels tell and I felt that was unfair to the other players, but that is my opinion and not likely to be shared by most of

you. As a side note, you would have thought it sucked too if your DM forced Raistlin to make Constitution checks for most actions, especially casting spells. He claimed he was following the novels, but as a player I can tell you it was hell.

As anyone who has ever played or DM the original modules will tell you, they are a logistical nightmare to play, much less guide. The DM has to keep track of far too many events and characters and that any gaming group that has more than six people sitting on the table is asking for trouble. Table talk and people not showing are the two main factors here that can turn even a masterpiece like the original modules into just a slow boring walk through the woods. It can get even worse if the players are not cooperative and start doing stupid things like splitting up, especially when the plot already forced the characters into two distinct groups.

Nonetheless playing the original modules is one of the best things you can do as a Dragonlance gamer. Whitestone Council member Cam Banks has converted some of the modules to 3rd edition and provided guidelines to further adapt them to the new system. Bradley Potts is DMing the classics right now and his campaigns journals, which can be found on Dragonlance.com, provides a great insight into how differently the same adventure can turn out with different players.

If you have the chance when the new Dragonlance Campaign Setting comes out, pester your DM and force him to run the original modules, I guarantee you won't be sorry. But let me warn you now, stay clear of Silvanesti.

Luis Fernando De Pippo
Editor of *the Tobril*

Submitting your articles:

If you've written a piece of fiction, reference, gaming or have some other Dragonlance-related article to show the community and would like to see it in a future issue of *the Tobril* just send your proposals to tobril@dragonlance.com. We're also very interested in hearing your thoughts on the magazine so sharpen those quills and bring out the ink. “By the fans, for the fans.”



Secret Societies

Fraternal Orders Guilds and Clandestine Organizations

Part One: Overview

—Written by John Grubber



The following discussion is very general, to introduce the reader to the study of groups such as these, which have a very wide range of legality, function origin and structure. Some benefit society, while other feed off it, but they all have existed since the very origins of mortal cultures.

DEFINITIONS:

Secret Societies: There is a negative connotation to this title, but in this report all it refers to is a group that has some form of exclusionary membership, and purports to have access to some form of secret knowledge available only to those members.

Clandestine Groups: These are what people typically think of when they hear the term, “secret society.” It is a group in which membership is a closely guarded secret, not something publicly proclaimed. The meetings are held in basements and other secret places, and the group’s goals and motives are usually suspect. They are typically thought to be subversive, but in fact they are as likely to be beneficial as malevolent. The dark forces that plague society exist at all its social levels, so clandestine group members feel that in order to keep them in check they must combat them in secret ways. Other clandestine groups are dedicated to social turmoil and strife, seeking instead to sow chaos and dissension. The end result is that these two opposing groups often combat each other under different guises, forming a “secret war” of which citizens are typically unaware.

Guilds: In some cases, a guild is a fluid organization, while in others it is a very rigid hierarchy. They are

commonly reserved for tradespeople, such as smiths and merchants, although Palanthas and several other major cities on Ansalon are known for their thieves’ guilds. In the past, prior even to the first Cataclysm, the priesthoods of Reorx and Shinare, being the patrons of many merchants and tradespeople, heavily influenced shipping and manufacturing guilds, to the point of outright control in some cases.

Fraternal or Sororital Orders: Commonly known as “brotherhoods” or “sisterhoods” these are very similar to guilds, but have more mystical and decadent accoutrements. The groups claim to be more exclusive, but in fact have rather lax membership requirements.

MORALITY AND

GROUP MOTIVATIONS:

Just because a group is a secret society does not mean it is a malevolent one. These groups usually have very rigid moral codes to govern conduct, and to transgress is to invite the harsh wrath of the organization’s leaders. The older members of these groups know that they exist because society fears them, but also because they are not so much of a problem that they need to be dealt with. If constant openly illegal and anti-social acts were being committed then the populace would rise against these groups and expel them. The benevolent groups are similarly minded—they know that they exist because they offer benefits to enough people not to be a problem. If they started to assert themselves in realms beyond their appropriate sphere of influence, they too would likely find themselves under society’s scrutiny.

One common mistake often made is that of counting Cults as Secret Societies, when this is not true. They share some characteristics with secret societies, but a cult is very much a religious way of life, whereas a secret society is a form of recreational association. The duties of a cult member are much more demanding and usually require the suspension of personal moral codes.

CLAIMS OF ANTIQUITY:

An important part of any group's reputation is its history. Oftentimes a new group will simply invent a grand history extending back before the First Cataclysm, adopting historical figures into its ranks and weaving itself into history, to the point of commissioning false histories and 'ancient' artifacts and artwork depicting their influence down through the ages. In other cases, a group will steal a name from a defunct group of historical note, claiming to be a new or reborn branch. Woe to the group that steals a reputation from a group that later proves to be very much alive and active, and does not appreciate its reputation being sullied by pretenders. This historical posturing ties into the desire on the part of members to be part of a long and proud tradition, especially important among those who are ineligible for the great long-lived orders such as the Knights of Solamnia or the Conclave.

SECRECY AND ITS NATURE:

It is important to understand what is meant by the secrecy these groups cloak themselves in. There are two main manifestations of secrecy in these societies. Some keep their very existence and membership secret, which in fact makes them clandestine organization, while others proclaim it openly, but keep their internal workings a secret. The former are the stuff of rumors and shadows, while the latter have meeting halls, rallies and the like to show their membership to society. Malevolent and benevolent goals can be found among both, as can both legal and illegal methods of achieving those goals.

TYPES:

It is at some point trivial to try to draw strict lines between these groups, because their goals, motivations and methods overlap in many cases. The typology below is a general guide for the novice reader.

FORMAL GROUPS:

These groups often have halls for meetings, and are well known in society. They can be malevolent or benevolent, the former having too much in the way of resources to be combatted, and hence are grudgingly accepted, so long as their methods remain legal. They are found among all the organized races.

Knighthoods and Pseudo-Military Orders: These are a very diverse group, ranging from the Knights of Solamnia and Neraka to small mercenary companies. Other types include non-combative chivalrous orders of nobles that merely posture in society and sects of holy warriors such as the Order of the Divine Hammer of Ancient Istar.

Service Groups: The wealthy and noble classes often make up these groups, for they have the excess money to pass on some form of benefit to society. Some only aid members, while others are charitable organizations for all of society.

Tradesman Guilds: This type of society is small and close-knit, usually holding influence over a small area such

as a city or region. It does not have the resources to influence beyond that range.

Professional Associations: Very similar to tradesman guilds, these groups are more loosely structured, and tend to exist on nation-wide or continent-wide scales. They share news and can provide support for a new member when they migrate throughout the land.

Mystery/Magical-Religious Groups: There are three main types of this group: mystical, religious and magical. Mystical groups have one key component that is unique to them: a huge body of literature and philosophical writings, the sum total of which is beyond understanding. Religious societies differ in that the teachings are very simple and straightforward, and their purposes are much more clearly defined. Magical groups are typically dedicated to specific goals rather than philosophies as are the other two groups. The wizards conclave is not one of these groups due to its size, its diverse viewpoints and its relative openness. Renegades occasionally have formed groups of this type, as do false priests seeking legitimacy and wealth. In some cases, such as the priesthood of Chemosh and Morgion, legitimate followers of the gods exist in these groups, since they are usually not accepted in open society.

Political Groups: These groups are a rarity, for in an age of monarchs, any group that openly opposes the rulers is usually considered treasonous. Ancient Istar had many active political groups while it was a senate-run republic, but after the rise of the Kingpriests and the priestly class, they began to be persecuted and many disappeared or became underground rebel groups.

Ethnic and Racial Groups: Immigrants are the lifeblood of this type of group. Their goals are to preserve the culture of an 'old country' and pass it on to younger generations. The groups are very social, acting as a contact point for news and nostalgia about the homeland and even providing an aid or welfare system for members of a certain group or race. Ergothians frequently form groups such as this, as their dark skin makes them stand out among the humans of Ansalon. They can be found in coastal cities throughout the continent they can be found.

Gender-Based: While most groups are the domain of males, women do form secret groups as well. They are less frequent because rulers tend to brand secret groups of women witches and persecute them as such. It is much safer for women to join an existing group than to form their own.

INFORMAL GROUPS:

Subcultures such as these tend to exist in the shadows of civilized society, feeding off of it and profiting in the process. Because they do not have the same type or level of organization, their influence rarely extends beyond a single city and its surrounding lands.

Crime Families and Associations: These amorphous groups are usually quite diverse and well-known in a region. They have agents everywhere, but they rarely act openly, preferring more discreet methods. They usually run many businesses in a city, ranging from gambling and prostitution to importing and drug distribution. They are often ethnically oriented, being the domain of a specific family and providing benefits to people of their culture. Their wide-ranging roles make them hard to define.

Gangs: With little more than a tribal structure, gangs are the lowest level of secret society. Membership requirements are not very strict, and their goals are simply to gain material wealth by various illegal means. They are often found in the service of crime families, providing services that the family does not want to openly associate itself with. They typically control a city's streets through force alone, and rival gangs constantly war against each other for dominance.

Gender-Based: As with formal societies, there are few informal societies that are exclusively female. They are even more likely to be persecuted as witches as they have even less legitimate structure to protect them.

FORMATION:

At their root, any organization is similar to a family, although it is an extended, and idealized one. The key component that links groups and families is the concept of trust. Just as we can (hopefully) trust family, we can trust our compatriots in an organization. Ideally, we can count on them for aid, be it economic, spiritual or social.

Scholars theorize that the very first groups existed when mortals were still in barbaric states, and the groups were social, benevolent, magical and political. That is, the secret societies were society itself, because mortals were living in small tribal groups that were basically large families. As social groups became larger, the secret societies within them began to factionalize as well. Secret society development parallels the evolution of social division of labor. As classes developed, be they warrior, priest or tradesman, secret societies designed to preserve them and their traditions began to form.

Since secret societies were initially society itself, they were benevolently purposed. As society grew, they began to take new forms—some chose a more materialist stance, and became dedicated to social welfare for certain elements of society, while others opted for decadence. Those decadent groups become little more than social clubs with near-meaningless mystical trappings.

FOUNDERS:

In most cases, these groups form under a single charismatic leader. This person usually has a group of loyal friends and cohorts that help create the group, but it is they who are its figurehead, who first gained the secret knowledge, and who first passed it on to others.

SCHISMS, REINVENTIONS AND SPLINTER GROUPS:

At times in their history, secret societies undergo change. This can take several forms. Reinvention usually occurs after the death of a groups founder or the founding generations. Because secret societies often form under megalomaniacs or self-styled "great men," the groups often shift focus after that driving force is no longer present. In some cases, such as those groups that are dedicated to fostering ethnic or racial hatreds, when social climate changes so do the groups because their methods and mission are no longer acceptable. When events such as this happen, a reinvention has

occurred. Reinventions also occur when a newly founded group seeking legitimacy adopts extinct groups' trappings, even though they do not share goals or ideologies.

In other cases, change happens when rival leaders arise in a group, each faction claiming to be the true leaders and members of the society. These factions may die off, flourish and become full-fledged rival organizations, and others may even reunite. Finally, splinters occur in a group when a portion of members wants to shift the goals and focus of the group, contrary to the will of the rest.

MEMBERS:

Membership in secret societies is very diverse. The members come from all levels of society; the makeup usually determined by the nature, purpose and origins of the group itself. Within a given group one may find nobles, merchants, tradesman and peasants, all seeking boons from their fellows.

Economic Advantages: For some, being part of a group means special business deals, or access to certain clients. The priesthood of Hiddukel has been especially prominent in granting boons such as this to its members.

Desire to be Different: Many people live lives of mediocrity, especially in small towns. Being part of an exclusive society is a way to elevate oneself above one's normal social position, and hence not feel quite so powerless in the world. Priesthoods of Darkness in particular capitalize on this thirst, especially the followers of Chemosh, promising power and prestige in exchange for devotion. This devotion more often than not has a higher price than anticipated however.

Fear: Some people join the groups out of fear, but there are two types of fear. Some people are scared of the group itself, and see joining it as a means of protection. Others join the group because they seek protection from other elements of society by being part of a group.

Fellowship: In many cases people join groups for the camaraderie and social aspect. There is nothing sinister to their motivations, they simply wish to associate with men or women of similar skills, ideas or means.

Tradition: Families play a strong role in some groups, with sons and grandsons being sponsored for membership by other relatives. This family tradition is particularly true among the Knights of Solamnia. Professions also have traditional ties to certain groups, although this is strongly tied to the ideas of economic advantages and mutual aid.

Mutual Aid: In ethnic-based groups, aid and fellowship are the main motivations for joining. Immigrants new to an area seek out groups like this, so that they can help each other get established and prosper. There is an understanding, that to accept help is to later give it when called upon.

Special Benefits: In some towns, membership in a local secret society is an essential part of becoming an insider in that society. For example, being a member of a certain guild is an unspoken and unwritten requirement to open a business or become a society leader. Having the right membership can allow circumvention of laws, taxes or other social hindrances that people continually seek to avoid.

Status: The titles and pseudo-history that are part of secret societies are also an important reason many people have for joining. When one is a member, they are no longer a lowly waiter or wagoner, they have a title that confers an air of nobility. If a person from the upper echelons of society joins, a person of lesser means may still supplant them and hold authority over them, even though they are subordinate in the “normal world.”

INITIATION:

An essential part of joining a group is the act of initiation. In the prospective member's mind, the initiation rite and participation in it is what makes them no longer part of normal society, but part of a special elite. The Wizards Conclave is a well-known group with an initiation rite that all prospective members would do well to take very seriously—failure to do so almost invariably results in death. As with the Conclave, some groups have magical rituals, but for the most part the act is an assemblage of prestidigitation and showmanship, designed to instill a sense of awe in the new member.

GROUPS AND SOCIETY:

Activities: The roles of these groups in Ansalon's past and present are far too numerous to list here. Throughout civilization, they have operated at all levels of society, openly and behind the scenes, on both sides of the law. Some have worked to topple tyrants, some to raise them, while others have sought only to provide a support network for their fellows. Regardless of their specific actions, there are few events in Ansalon's long history that they have not had a hand in.

Expansion: Secret societies grow and flourish because there is an almost universal hunger for a feeling of importance and inclusion, and membership in a society with ‘secrets’ grants this. Social currents will also play a role, as racial, ethnic, economic and class tensions are played on, scapegoats are sought, and idealistic causes are founded. In other cases, members are simply searching for diversionary activity and recreation.

Decline: Groups collapse for many reasons, but the root cause is decline in membership. This is caused by many things, such as persecution by society, disinterest in the group's motivations and too-frequent splintering and schisms.



About the Author

John Grubber is an aspiring artist and author who lives in the wilds of Northern Ontario, Canada. He is currently working a Fine Art Degree to compliment his anthropology, religion and education degrees. A long-time lover of Dragonlance, he hopes to work in Krynn for many years to come.



Kender Corner

Kender Monks

—Written by Sean Macdonald; illustrated by Naomi Nemes



Austerity, discipline, meditation and concentration are a few of the things that come to mind when one thinks of monks, and somehow never seem to come to mind when thinking of kender. If there is a class that could be so diametrically opposed to kender (other than wizard), it would be the monk. It's ridiculous to think that a kender could muster enough self-discipline to follow a regimented lifestyle and live by strict unyielding guidelines of behavior.

But not all monks fall into the category of rigid warrior-like martial arts masters or those monks that take a vow of silence and dwell all their days in meditation and prayer. Some monks travel the lands doing good deeds, and living simple lives, as they contemplate the greater mysteries of the world. Others take vows of poverty and help those in need by giving all their worldly belongings to charities and those less fortunate. Such is the life of the Flying Friars.

The origin of the Flying Friars is somewhat of a mystery. Even the Friars themselves don't know the full story. The story as they understand it is that shortly following the Cataclysm a kender by the name of Kipple Spearhand appeared on the shores of the newly formed Dairly Plains. He was near death and was assumed to be another casualty of the Cataclysm. A small group of kender survivors pulled the kender to shore and nursed him to health. They soon discovered that this kender was of a different breed. They assumed that, like them, he was suffering from the loss of his loved ones and reacting to the devastation of the Cataclysm.

Kipple Spearhand was an unusually serious kender and quickly found himself as a leader among his rescuers. Although a bit of a stuffed shirt Kipple was decisive and quick to defend his "flock" as he called them. What impressed his followers the most was his fighting technique.

They had never seen anything quite like it. He moved his body with a style grace and speed that no kender had ever witnessed before. Many imitated Kipple but none could ever match the deadly efficiency of his attacks. As he grew older Kipple choose a few kender he could depend on and taught them the secrets of the fighting style that most kender had referred to as "Fa gladii" which means "body art" in Kenderspeak.



The kender that followed in Kipple's footsteps were found to be very adept at perfecting the fighting style, in fact they excelled in it. Unfortunately they misunderstood the need to learn the self-discipline and responsibility that was required to deal with such a great power. With the ideals of Kipple in mind and the best of intentions the kender dedicated their lives to bringing good cheer to the down-trodden and charity to the needy. They did this by demonstrating their newfound fighting techniques which they put to music. This troop of mendicant friars visited town after town performing and collecting for the needy.

Through the years kender joined the order of monks hoping to learn a neat trick or two, but were astounded how much good the monks really did and usually ended up remaining with them. They traveled from town to town-carrying messages and news of the world from one town to the next, setting up on the edge of town and performing for donations. These donations were then distributed to the more needy families or used to buy food and clothing for those less fortunate. The Flying Friars have also been known to erect shelters from time to time. The homes are not all that sturdy, or well designed, but are suitable for keeping away the rain or a cold wind. They practice daily while traveling from one town to the next. Practice is as regular as eating a meal, it just becomes something you do. Occasionally there are entire families of kender that travel with the Flying Friars, when one kender marries a friar and they decide to stay with the troop rather than settle in one place. In fact the group has been traveling for so many years now that they don't really feel that any one home is better than another.

As new kender join the group older kender will teach them the art. But the group has never had more than twenty kender for any length of time. In fact the art is usually only taught to those kender ready to give up their individual wanderings and live with the Friars. In some rare cases when a child is raised among the monks they will pick up the fighting style before they leave on wanderlust. Other times those settled kender that have become part of the act will have one thing or another that will force them to leave, but they always return when possible.

Kender monks do not dress as flamboyantly as true kender. When wandering they wear simple loose fitting clothing that gives them the greatest range of free movement. A sash of pouches is usually draped over one shoulder. Although kender monks take a vow of poverty

they do find that people in general are terrible at keeping a hold of their things, so as a service to the people they will pick up any unattended object and hold it for safe keeping. Underneath their flashy attire are their performing outfits. These are simple leathers that they wear for performances. In real combat they prefer to use the sithak or incredibly versatile hachak.

Kender monks don't hold a place in kender society as they are rarely there although their special talents do gain them much respect. Occasionally the kender monks visit kender lands, but seeing as there is very little suffering or poverty in kender villages and towns the friars do not visit much. They did however travel to Hylo after the Kender Flight. Once there, they did their best to assist in Hylo with the incoming refugees by finding them places to stay and performing for them to help them forget the terrible destruction of their homeland.

The Flying Friars refuse to teach afflicted kender the art of fighting, as they believe the disheartened kender would use it for deadly and vengeful purposes. But it has been rumored that an afflicted kender did manage to dupe the Flying Friars for a number of years while learning their fighting techniques and then fled and now has created a secret organization of resistance fighters armed with this deadly knowledge. But if there is any truth to the rumors, no proof has ever been found.



About the Author

Sean Macdonald has been dreaming about Krynn for almost two decades and is webmaster of the largest kender website on the Internet. He is currently part of the Whitestone Council and is looking forward to the future of gaming in Dragonlance. He is kender crazy and has just finished the long awaited kender handbook called the Kencyclopedia.

About the Artist

Naomi Nemes is an aspiring artist and illustrator who has done extensive work for the Kencyclopedia illustrating kender of every type, shape and description.



The Gospels of

THAKHISIS

Excerpts from the Writings of Mina, Devoted to the One

—Written by Weldon Chen



In the beginning, there was the High God.

Does it surprise you to hear such words from your

Goddess? Did you expect the One God to call herself the one and only god? No, my child. Those are lies told of me by the followers of the False One. But that is only part of a much larger history bestowed upon me by the High God.

There is, forever has been, and forever will be, the High God. The High God looked upon the great and vast emptiness that was to be Creation, and in that vast emptiness, the High God found potential. From that formless substance, the High God created Iothas, the Father of All and Nothing. From the chaos that was this second god, the High God sought to bring forth creators, who would mould a new world. It was to be a perfect world, a world where all potential could be fulfilled.

Let it be known to all who seek enlightenment and understanding in the matters of the High God, the gods of Light, the gods of Dark and the gods of Grey, of the Mortal plane and of yourself, that the perfect world, the world that was meant to be, is what exists now. Let it be known that suffering and pain, coupled with peace, are rewards at one with the Plan. Existence is the purpose of this world, and through existence, shall the world be perfect.

THE GATHERING OF GODS

The High God took from the very substance of Iothas, the Father of All and Nothing, three forces, three sibling powers who could mould the world that is to be. Those three were Paladine, Gilean, and Myself. It was to us that the High God spoke, charging us with our tasks.

To Iothas, the High God tasked the giving of Himself as the foundation of the world. The High God decreed that spirits were to be made. These spirits are lesser parts of Iothas, as we are lesser parts of Iothas, and each was to be given will, the power of existence, and the power of self-awareness. To Iothas, the High God charged the giving of himself for this power.

To myself, the High God gave the task of driving the creation of the world. The High God decreed to me the Plan. There was to be a world, where the all-powerful and all-seeing High God would find Himself by creating lesser than Himself. Upon this vision, the High God bade me to seek my brothers, to instill the Vision of the Plan upon them, and with the Vision, the passion to create the world.

To Paladine, I thus bespoke of a world filled with potential. Paladine was troubled that his existence was empty and purposeless. To him, I envisioned the desire of the High God to fill the emptiness with purpose. To him, I spoke of the High God's Plan, and in doing so, gave Paladine my brother the meaning he sought. He and his consort Mishakal gave their consent to the Vision. The High God thus gave unto Paladine a meaningful existence, and the High God would share in it.

To Gilean, I bespoke of a world filled with potential. To him, I envisioned a world where lesser spirits, with limited power, limited sight, but infinite potential, could be observed. There, just as the High God would find himself in the vastness of these spirits, so would Gilean. Gilean consulted his companion, Zivilyn, and together, they gave their consent.

So the High God conceived the Order of Creation and outlined his Plan for the development of the world in the Tobril. And He gave the Tobril unto Gilean, so that Gilean could observe the actions of the spirits and compare their meaning to that contained in the Tobril. In doing so, the High God would share in that meaning.

There also lived in the Beyond a god known as Reorx. Although he shunned the company of his fellow gods, I bespoke to him of a world filled with potential. To him, I envisioned a world not only of his creation, but a world everlasting that continued creating. To him, I envisioned a world where lesser spirits could learn from their creations, and in doing so continue to create new wonders as Reorx has done. To this Reorx gave his consent.

The Gods gathered together: Paladine, Mishakal, and their children; Gilean, his only natural daughter, and his adopted children; and Myself, with my consort Sargonnas and our children and our companions. Reorx, the Forging God, struck his hammer, upon the unneeded directions of Paladine.

Paladine arose to counsel on the Plan. In directing the Plan, Paladine strove to advise how he envisioned the world, over the vision of myself, of Gilean, of Iothas and of the High God. Iothas, who was constrained to have part of Himself invested in the world, demanded that Paladine cease, for Iothas had sacrificed his will and body to the Plan, and foresaw Paladine's meddling would go against the meaning of the Tobril. Paladine demanded that Law be forged, despite the Plan.

Because the world was made of his substance, so Chaos could destroy the world and the Plan, by ending himself, and all who were created from him. He knew that the High God sought the continuance of the Plan, and defying the High God was not to be. Thus I envisioned for him a world that Paladine could not wholly corrupt with Law. Where Paladine sought order, Chaos could disrupt, so that Paladine would be taught this lesson.

"Behold"—spoke Iothas—"You will indeed create Order," he thundered, "but I will see to it that order will breed discord, both among you and among those who will dwell in your world. You, Paladine, seek to control in the name of nurture, and in doing so, all who worship you shall seek to control others. So shall be the corruption you bring, in the name of righteousness.

"For you, Takhisis, I foresee banishment, imprisonment, slander and death. If you follow the Plan, you are destined to desire control, intending to seek out those who will do your bidding and defend against Paladine's advances.

"You, Gilean, will decide for brother against sister, and become traitor to the Plan."

And so, Iothas, calling himself Chaos, departed the world, damaging and distorting what had been. Paladine arose in anger, claiming victory upon powers given Him by the High God to vanquish and chain Chaos. Paladine declared himself brother to Chaos, and of equal power, telling all how Iothas's pride and impotence had shattered him. Upon those words, I attended with Gilean, telling him of the Plan, and of my

own appointment as co-regent of the young world, and of Paladine's arrogance in claiming himself equal to Chaos.

ALL SAINT'S WAR

And so my fears came to fruition as the first creatures, the dragons, who are tightly bound to Paladine and Myself, came into being. As we crafted the first five dragons, assisted by Reorx, so it was that Mishakal, Paladine's consort, intervened, and thus the Balance of the World began to shift. For redress, I spoke to the dragons. "Look upon your father Paladine, and see him as I see Him. See his need for control, his need to impose rules and to reduce your status. See the limits he has placed on your potential." And so the free-willed dragons saw, and chose to oppose wilful Paladine in all things.

Let it be known that this choice among the Dragons is described as my seduction of righteousness. Let it be known hereafter that the gifts of choice and knowledge are falsely ascribed to the weak-minded and the seductable. Let it be known that those who choose to oppose Paladine are attacked for their choice, for to choose against Paladine is an affront to him.

With Mishakal, Paladine fooled Reorx into creating five dragons. Sargonnas and those who stood with me witnessed this trickery, and thus were declared by Good to be striving to usurp mastery of Krynn, thereby thwarting execution of the Plan. Let it be known that the Balance must be maintained. Let it be known that the forces of Good seek to destroy the Balance by falsely declaring Evil's intent to usurp mastery of Krynn.

This struggle reached a frenzy with the birth of mortals. We demanded: "Why should we now surrender the spirits to you lesser beings?" The gods of Good stood against those they would call Evil, and declared: "These mortals are children of the High God just as we are. This world was created for us to guide them to righteousness."

Thus began the All-Saints War. The Gods of Neutrality originally intended to ignore the conflict, tending to their own gardens. In the end I spoke to Gilean: "Goodness must be constrained before it destroys the world." And thus, Gilean sided with the gods of Good, and in doing so bound them. But without a decisive resolution, the High God was to intervene. "Know ye that I am the High God, and thou art my children, just as these mortals whom I shall soon create."

Upon each group, The High God declared new duties. In Paladine's eyes, I saw little but his own pride, and the High God's words were lost upon him. The High God admonished Gilean for not acting according to the Plan, for Balance must be fought for, and Gilean could not rely solely on Evil to balance Good. Upon me, the High God fulfilled Chaos's prophecy.

Let it be known, that there shall be a Balance. It is part of the Plan, long described in the Tobril, and in the words of the High God. Let it be known that without Evil, the path of Good will be lost in Good's need for control.

Thus ended the All-Saints War.

OF PALADINE'S BETRAYAL

Let it be known that Paladine betrayed his duties. Let it be known that Paladine forever fights against the Balance without the binding alliance of Neutrality to curtail his will. Let it be known that Paladine sought to uproot the Balance by stealing ogres away from me. Let it be known that the strife caused by Irgraine destroyed the ogre empire while the elven nations remained untarnished.

Let it be known that as I and the Gods of Evil are banished to the Abyss, Paladine roams the world as a doddering old wizard. Let it be known that Paladine and his dragons strive to keep the gods of Evil from Krynn, and thus threaten the precious Balance of the World.

Let it be known that Evil shall never submit to this betrayal. Let it be known that, unlike Chaos, we will not forsake the world. Let it be known that Paladine will strive in vain to defeat Evil and drive it from Krynn, thus destroying the High God's Plan. Let it be known that Paladine sought once more to break the Balance, when he created deadly dragon-killing weapons, against which their defense is unequal.

Let it be known that Paladine's follower banished me from Krynn. Let it be known that by removing dragons from Krynn, Paladine's followers in Istar nearly destroyed the Balance. Only through the Cataclysm could Paladine's will be curtailed.

Let it be known that Paladine favoured a band of mortals so that their mage could betray my hopes of restoring the Balance. Let it be known that when the mage strove to displace me, the end of the world could have come.

TO MY DEVOTED MINA

Dear Beloved Mina.

I speak to thee with this message, and beg that you record these writings. I am the One God devoted to the High God's Plan and to maintaining the Balance. Strive to spread my message to all of Krynn, for I have removed the world away from Paladine's influence, so that I may one day walk physically among you. Doing so has given me power over all of Krynn, and I may finally gather the strength to enter the world. My dedication to you will end when, and only when, Paladine relinquishes his duties as a God, freeing the will of those on Krynn.

I demand that you find Paladine's agent, Tasslehoff. Even now, Paladine seeks to break the path of the River of Time, by giving Tasslehoff a time device so that the kender may confound and defeat my plans.

Know that in all things, beyond all the lies told to you by his worshippers, that what I do, I do for the love of you. The purpose of the world is a place where you can reach your true potential. I give you this desire; I give you this hunger, so that you may fulfill your potential. Strive to be strong, to complete the full measure of the power given to you by the High God.



The Kirath

Elven Champions I

—Written by Luis Fernando De Pippo



The Kirath are a special unit created by the Silvanesti to combat the Nightmare of Lorac. These warriors act as

scouts, quick deployment troops and stealth troops to combat threats against the Silvanesti. In the Fourth Age they helped reclaim Silvanesti after the Nightmare twisted it beyond recognition. Their abilities also protected them against wizards.

The Kirath remained a strong organization even after the nightmare was destroyed and the Fifth Age started. In spite of Military-Governor Konnal's decision to disband them after the raising of the Silvanesti Shield, they continued to operate, albeit more covertly.

The Kirath know about the shield's life-draining effect and they work tirelessly to bring it down and hunt the dragons that remained trapped inside the shield.

The Kirath do not belong to House Protector, though they work with them.

Hit Die: d10.

REQUIREMENTS

To qualify to become a kirath, a character must fulfil the following criteria.

Race: Elf (Silvanesti).

Base Attack Bonus: +8.

Feats: Alertness, Endurance, Iron Will.

Hide: 8 ranks.

Intuit Direction: 4 ranks.

Spot: 8 ranks.

Special: Must be a Silvanesti elf of any House but House Servitor.

CLASS SKILLS

The kirath's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Heal (Wis), Hide (Dex), Innuendo (Wis), Intuit Direction (Wis), Knowledge (Nature) (Int), Move Silently (Dex), Profession (Wis), Sense Motive (Wis), Spot (Wis), and Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the kirath prestige class.

TABLE 1–1: THE KIRATH

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Innuendo skill, kirath equipment
2nd	+2	+3	+0	+3	Exotic weapon proficiency (Soris)
3rd	+3	+3	+1	+3	Uncanny dodge
4th	+4	+4	+1	+4	Nightmare combat bonus +1
5th	+5	+4	+1	+4	Detect nightmare creatures 3/day
6th	+6	+5	+2	+5	Nightmare combat bonus +2
7th	+7	+5	+2	+5	Improved initiative feat
8th	+8	+6	+2	+6	Nightmare combat bonus +3
9th	+9	+6	+3	+6	Detect nightmare creatures or constructs 6/day
10th	+10	+7	+3	+7	Dissipation blow

Weapon and Armor Proficiency: The Kirath is proficient with all simple and martial weapons, and light armor but not shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Innuendo Skill: All Kiraths know and can use non-verbal communications, including the use of atrakha for communication. Instead of giving secret messages when speaking, they use body motion, the atrakha and other means of non-verbal communication.

When giving a message to another Kirath in a 15-foot radius, no check is needed. For every increment in 15 feet, the DC increments by 5. When using an atrakha the DC to transmit a brief message is 15 (such as "danger ahead", "turn back", "dragon"). Sense motive is required to decipher this communication and the DC is the same as the message. Kirath in a 15-foot radius can decipher the message without a check.

Kirath Equipment: Depending on the mission, Kirath has access to specialized equipment such as greenmasks, Soris and *firebane cloak*. For a description of these items see the Kirath Equipment sidebar on the below

Exotic Weapon Proficiency (Soris): The Kirath gains proficiency in the use of a Soris.

Uncanny Dodge (Ex): At 3rd level the Kirath gains the extraordinary ability of Uncanny Dodge. If the Kirath had the ability, because he was a rogue or barbarian, he gains the next level of the ability.

Nightmare Combat Bonus +1/+2/+3: At fourth level, when combating nightmare creatures, those born or twisted by Lorac's Nightmare, a Kirath gains a +1 to attack and damage bonus. This bonus increments to +2 at 6th level and +3 at 8th level. At 10th level this bonus can be used against illusionary and shadow magic creatures as well.

Detect Nightmare Creatures (Ex): At 5th level the Kirath can use this extraordinary ability to see if a creature or person is really a product of the Nightmare. This ability can be used three times per day and has an area of effect of 60 feet around the Kirath but the target of the ability must be visible to the Kirath.

Improved Initiative Feat: At 8th level the Kirath gains the Improved Initiative feat. If the Kirath already has the feat the bonus stacks, but only against nightmare creatures, illusions and shadow magic creatures.

Detect Nightmare Creatures and Structures (Ex): At 9th level the Kirath can use this extraordinary ability to see if a creature or structure is really a product of the Nightmare. This ability can be used six times per day. At 10th level the Kirath can also use this power to detect illusions and shadow magic creatures.

Dissipate Nightmare Creature or Structure (Su): At 10th level the Kirath can, after concentrating for one full round, deliver a blow that will dissipate a nightmare creature or structure. This ability also applies to illusions and shadow magic creations.

A structure or illusion gets a save at DC 15 to resist this ability, while a creature uses its Will save. This is a supernatural ability.

KIRATH EQUIPMENT

The following equipment is available only to Kirath.

Atrakha: This collection of bound wooden tubes allows the Kirath to communicate between themselves without giving away their position. Atrakha sounds can reach up to two miles, although a Kirath can whirl it above his head to sound an alert that can be heard up to six miles.

Greenmask: This mask completely protects all the Kirath's facial senses and allow her to breathe while inside poisonous clouds. This provides the Kirath with a +4 bonus to all Fortitude saves against fumes, gases and inhalation poison. The mask's benefits come from special herbs inside which must be replaced every 12 hours. The character needs to succeed an Alchemy DC 25 check to create the poultice for refills. Unfortunately, the mask does limit hearing and the character suffers a -2 penalty to all Listen checks. Verbal communication is almost impossible beyond 30 feet.

Soris: This is the signature Kirath piece of equipment. It appears to be a two-part staff with small hook-like appendages on one end. In fact, the soris can be used as a club by folding the two parts together, as a shortspear by locking both parts or even as light flail by swinging the smaller part of the Soris. A Kirath (or anyone with proficiency in it) can use all versions of the weapon even if she doesn't have proficiency on a type of weapon the Soris emulates. Having said that, only Kirath are trained with the use of the Soris. Regardless of which version of the weapon the character is using, changing form takes a move-equivalent action. When in standard form the Soris can't be used as a weapon but it's highly effective at tripping opponents because of its hooks granting the Kirath a +4 bonus on all trip attempts.

Firebane Cloak: This specialized version of a *cloak of elvenkind* providing the wearer energy resistance (fire) 5. It is more expensive to produce at 5,500 stl though.



About the Author

Luis F. De Pippo is a journalist and the only member of the council living in Argentina. He works for the government of his country, which explains a lot about the current situation, and has been with the Whitestone Council since its formation. He is the current editor of the Tobril magazine you are reading.



Manuscripts of Ansalon

Part Deux

—Written by Richard Connery; illustrated by Carlos Dias

Books are a source of much strife. The Great Library of Ages and the University of Palanthas have disagreed on the subject in the past. Victors of battles past have warred anew the history books' conflicting accounts of their conflicts. And as seen in this issue's *The Gospels of Takhisis*, written knowledge can be an effective medium to inform (or misinform) the masses.

The first part of this article in January's issue presented the basics of book manufacturing, the fundamental rules for granting bonuses provided by written media as well as a listing of scrolls and their descriptions. Now you can find books' and tomes' listings and descriptions, as well as a simple system to randomly generate a name for a scroll, book and tome.

BOOKS

Ancient Bakali, The

By Hiram Obarne

This series of field reports and research excerpts describe this asthetic's pursuit of evidence to prove the existence of a civilization of lizard men.

Annals of the 423rd Hyrtamic Games, The

By Talidus Pralex, compiled by Gorlo Ethendan

This rare volume details the tournaments and physical games of the elusive horse-folk in the eyes of Talidus citizen of Haven in Abanasinia.



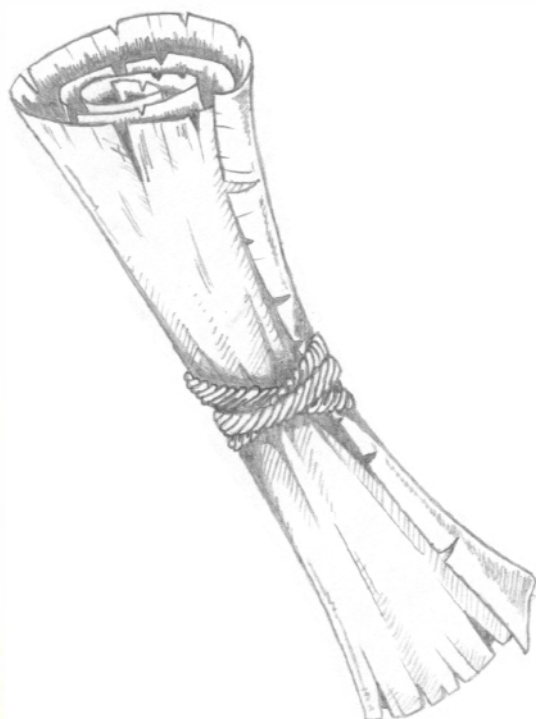
Ansalonian Bestiary, An

By Caramon Majere, compiled by Bertrem

Subtitled "Caramon Majere's Guide to Meeting Fantastic Creatures of Myth and Legend, and Surviving the Experience" this comprehensive volume of knowledge details the experiences of the famous hero and what tactics to best use when encountering the beasts contained within. It was later complemented (Fifth Age) by a scroll titled: *Slugs, Fungi, Molds, and Other Things I Hope to Never See Again* that focuses on these strange creatures. This awesome volume provides a +2 competence bonus on all Knowledge checks to learn about creatures and to track checks.

TABLE 1—4: BOOKS

d%	Name
01	Ancient Bakali, The
02	Annals of the 423rd Hyrtamic Games, The
03	Ansalonian Bestiary, An
04	Appraiser's Guide to Gems, The
05	Bertrem's Essay on Numerology
06	Bertrem's Essay on Runes
07	Bertrem's Essays on the Races of Krynn
08	Brewing of Tarsian Ale, The
09	Brews of Krynn, The
10	Constellations of Krynn and Their Significance, The
11	Dissertations on the Nature of Lore
12	Elven Poetry
13	Events Leading to the Fall of the Istarian Empire, The
14	History of Eld Manor, The
15	History of the Knights of Takhisis
16	Illustrated Guide to the Roster of Loyalty, An
17	Kazelati, Descendants of Kaz the Minotaur, The
18	Kender Musicology
19	Khas or Battlefield: The Krynnish Game of Chess
20	Lord Gunthar's Notes on Dragons
21	Lord Gunthar's Notes on the Knights of Solamnia
22	Lost Civilizations of Ansalon
23	Managing Feudal Estates in the Age of Mortals
24	Mighty and Tiny Inventions
25	Minotaur League: Truth or Hogwash?, The
26	Numinous Properties of Herbs in Krynn
27	Rare, Wondrous, and Magical Artifacts of the Fourth Age
28	Rules of the Minotaur Circus: The Bloody Path
29	Science of War
30	Solamnic Compendium of the Military Arts
31	Tika's Cookbook
32	Translations of the Vallenwood Scrolls
33	Wonderful Creatures of the Sea
34	Generate a Random Book
35–100	DM's Choice

**Appraiser's Guide to Gems, The**

By Hosham of Nordmaar

Comprehensive book detailing types and prices of gemstones and other precious minerals. Characters enjoy a +2 circumstance bonus on all Appraise checks when trying to gauge the value of gems.

Bertrem's Essay on Numerology

By Bertrem

The description of the metaphysical science called Numerology as well as broken down examples of the names of many of the Heroes of the Lance.

Bertrem's Essay on Runes

By Bertrem

A fairly complete account on the spiritual energies connected to strange symbols and alphabets. Covers three different runic spreads of many of the Heroes of the Lance.

Bertrem's Essays on the Races of Krynn

By Bertrem

Hardbound copy of a collection of scrolls penned by the author detailing the gnome, gully dwarf and kender races.

Brewing of Tarsian Ale, The

By Unknown

Small history and actual secret recipes of the foamy Tarsian ale. With the loss of the harbour many brewers found their profit margins reduced with the need to hire caravans to export the ale to their usual clients.

Brews of Krynn, The

By Sweenor the Elder, annotated by Junior Amanuensis, further annotated by the scribes at the Temple of Solanthus.

A very detailed account of many of the drinks available throughout the continent.

Constellations of Krynn and Their Significance, The

By Unknown

A manuscript that offers metaphysical explanations for the names given to the constellations and their shapes including extrapolations on the human and elven psyche. Comes with an illustration of the night's sky. The author discards any and all connection between the constellations and the gods. Provides a +2 circumstance bonus on all Knowledge (astronomy) checks.

Dissertations on the Nature of Lore

By Phlebius Gload, Master of Conjecture

Descriptions of old legends and their veracity like the Lost Tapestry of Gargath.

Elven Poetry

by Quivalen Soth, the Bard of Ansalon

A compilation of some of the most popular works of the great elven bard. Provides a +2 competence bonus to Perform checks.

Events Leading to the Fall of the Istarian Empire, The

by Herlus Mitin

Curiously, many of the "events" proposed by the author deal more with outside influences than actual decisions by the Istarian clergy and the Kingpriests.

History of Eld Manor, The

by Brughan Wirthan

A chronological history of the Eld Manor, complete with who designed it, the lords that have resided there, modifications and remodelling efforts. Details Kryll Shadestalker, the vampire that currently (Fourth Age) resides there, and may even contain information about the unfinished business the ghost of the Lord Gronathan needs to do before going to its final rest. Complete with maps of the courtyard and the house itself.

History of the Knights of Takhisis

By Lord Ariakan

Concise account of the creation and evolution of the dark knighthood up to 380 AC written by the order's founder. Secret until Lord Kinsath offered a copy to the Library of Ages in the aftermath of the Second Catalysm.

Illustrated Guide to the Roster of Loyalty, An

By Unknown

Supposedly a companion book to one of the volumes of the Knights of Solamnia The Measure called The Rooster of Loyalty, this volume sports illustrations of the heraldic crests that represent the different Solamnic families and their feats throughout history.

Kazelati, Descendants of Kaz the Minotaur, The

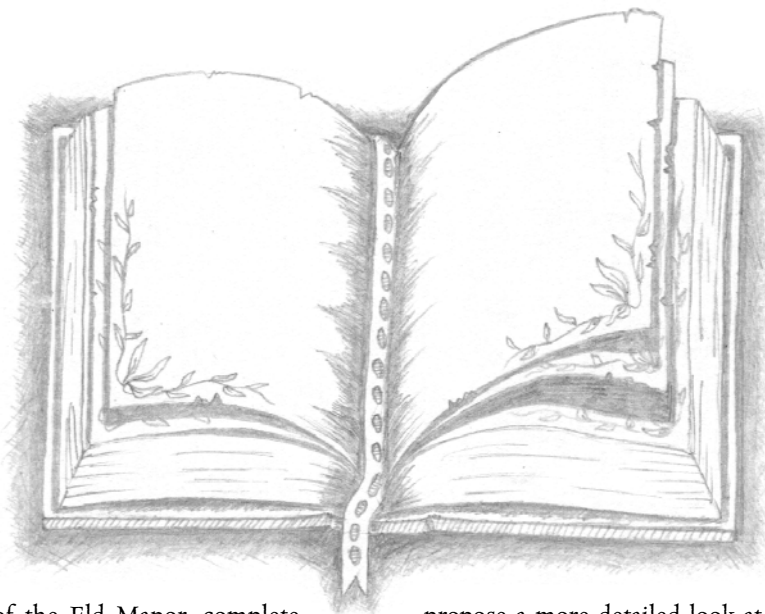
By Chardrick Aankk

An extensive report on this tribe's history and society.

Kender Musicology

By Darm Windwhistle

Very complete analysis of the musical instruments played by kender, kender songs and their meaning as well as the influence of music in kender society.



Khas or Battlefield: The Krynnish Game of Chess

By Unknown

A dispassionate description of the pieces, rules and variants of Khas. Complete with illuminations of unknown origin.

Lost Civilizations of Ansalon

By Earnst Amundsen

Divided in three volumes, these librams

propose a more detailed look at our world's history and are riddled with sidebars containing theories that contradict the established truth.

Lord Gunthar's Notes on Dragons

By Gunthar Uth Wistan

An extensive report of the observed behaviour of dragons, both metallic and chromatic and their influence in the War of the Lance as well as tactics of war. Provides a +2 competence bonus on all Ride checks when using a dragon as mount.

Lord Gunthar's Notes on the Knights of Solamnia

By Gunthar Uth Wistan

The history of the organization as well as excerpts from The Measure.

Managing Feudal Estates in the Age of Mortals

By Jerian of Solanthus

Highly rhetorical treatise on the micro-management of a land including natural resources, people, trading and defence.

Mighty and Tiny Inventions

By Amasserofofcollectionsof... (abbreviated for reasons of page count)

Currently in its twenty-third volume, this gnome's master reference covers all the inventions produced by the gnomes

of Mt. Nevermind in the years following the first cataclysm until the seventeenth year AC.

Minotaur League: Truth or Hogwash?, The
By Unknown

Split into two volumes, this book provides numerous proof of the existence of a highly civilized and influential nation of minotaurs in a faraway land. Incomprehensibly the author debunks his comprehensive evidence in the last few pages of the second volume.

Numinous Properties of Herbs in Krynn
By Raistlin Majere, foreword by Dalamar the Dark

Although discarded by many herbalists, this tome nonetheless provides many modern insights into the art of harvesting herbs for one's own benefit and is the staple work of many a mage and sorcerer in their arcane research for magical reagents. Provides a +2 circumstance bonus on all Knowledge (nature) and Wilderness Lore checks dealing with flora.

Rare, Wondrous, and Magical Artifacts of the Fourth Age
By Ulin Majere

This book is perhaps too short for its own good. It details mainly the most powerful magical items in the Age of Despair but overlooks the more mundane ones making this a very elitist reference.

Rules of the Minotaur Circus: The Bloody Path
By Unknown

A fairly inclusive treatise on the minotaur society and its relation to the gladiator games as well as the protocol of the Circus run in Nethosak. Characters enjoy a +2 competence bonus on all Bluff and Sense Motive checks when dealing with minotaur beings.

Science of War
By Velna

Written in the early Age of Might this tome focuses on the techniques for conducting a war. Though severely outdated by today's standards this has nonetheless provided a base for most serious theorists on the Art of War. Some of the information here can also be found in the Solamnic Compendium of the Military Arts. Characters receive a +2 competence bonus on all Knowledge (warfare) checks.

Solamnic Compendium of the Military Arts
By Unknown

This is a heavy and bulky tome. It arguably covers every single facet of martial engagement from army training to funeral ceremonies. Though written in the Age of Might, it is still the primary reference used by the Solamnic Knights.

Sulphur in Sanction, Influence and Actions

By Mabesteko Gradley, Master of the Flame

A highly cryptic treatise by the renowned alchemist of Sanction on the properties of the mineral.

Tika's Cookbook
By Tika Waylan Majere, compiled by Bertrem

In its third volume so far, this popular series contains many varied recipes either discovered or originally compiled by Tika Majere.

Translations of the Vallenwood Scrolls
By Calmas Delanthis

The author's attempt to present the significance of the scrolls which were in possession of a kender. His research has led him to believe these scrolls describe an ancient sort of mysticism employed by the human nomads of the plains even though two-fifths of the work remains to be translated.

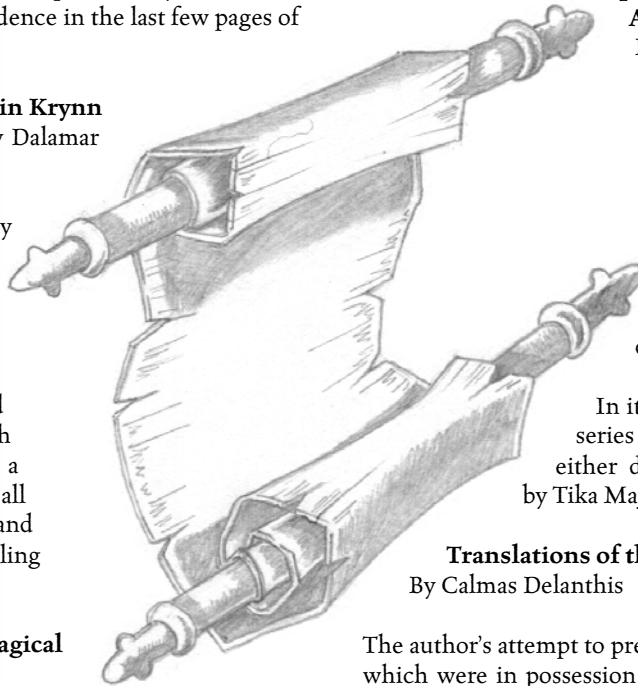
Wonderful Creatures of the Sea
By Jullan, Acolyte of Zeboim

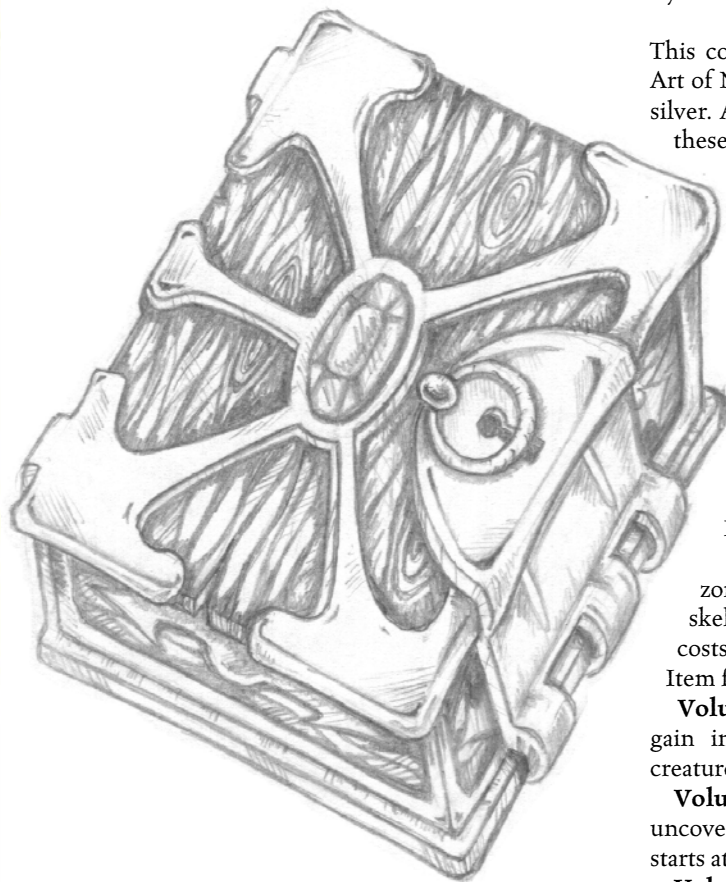
A methodical (if a tad obsessive) account of the many "minions of the lady of storms and sea". Concludes with a puzzling note on Zeboim's desire that all land bound creatures should live beneath the waves, by force if need be.

TOMES

Many tomes are collections of related spells into a single source. Most are compiled by high-level wizards to better research into other subject matter. You can create tomes that assemble all spells from a single school or compile by medium such as all spells with the fire descriptor, or even by area of influence, such as all spells that affect outsiders. Wizards of High Sorcery usually pool their resources and the libraries at the Tower of Wayreth possess most of such general-purpose tomes.

If you want to create your custom tome however, the following examples should spark your imagination. Please be advised though: as you increase the knowledge and power of each tome you should also increase the requirements to use it (like ranks in Knowledge skills, etc.)





Completæ Encyclopaedia to Enchanting Items

By Kalem, the Enchantress

The reader needs any four item creation feats and 10 ranks in Knowledge (arcana) to properly take advantage of the instructions provided within.

By following the book the caster can cut the costs of magic item creation by 25% but has to pay 1% more in XP. When combining magic items (like making a magic belt with the advantages of a *belt of ogre strength* and *gloves of dexterity* +4 into a single belt) the caster can save 50% in monetary costs but pays 5% more in XP.

Invoking Improved Magical Allies

By Alant Cadok

The caster needs 8 ranks in Knowledge (arcana) and Spellcraft, as well as the Spell Focus (conjuration) feat to make use of this tome.

All the *summon monster* spells as well as some custom versions which allow you to bring back an extra creature per level of spell or cast them with as if the caster had memorised the spell with the empowered feat without changing the level of the spell are present within this tome. When using this last power the caster must reference the book thus he needs both hands free (one for holding the book, another to hold the material component for *summon monster* spells) and casting time increases to 1 full round.

Necronomicon

By Fistandantilus

This collection of seven volumes details the secrets of the Art of Necromancy. All are night blue lined with the title in silver. All radiate necromantic magic if detected for. To read these volumes, a *read magic* spell is required as well as 1 rank in Knowledge (necromancy) per volume number, 13 ranks in Knowledge (arcana) as well as the Spell Focus (necromancy) feat.

Anyone, except evil aligned wizards or sorcerers, holding a volume in hand feel extreme cold and receive two negative levels. These levels never result in effective level loss but can't be brought back by any means. A week after a character stops touching a book the negative levels go away.

Volume I: All spells of the school of Necromancy from the *Player's Handbook*, *Tome and Blood*, and other sources.

Volume II: Techniques to augment skeletons and zombies before animating them. Three sample variant skeletons and undead. Creating these enhanced versions costs XP and money and requires the Craft Wondrous Item feat.

Volume III: Can use Knowledge (necromancy) checks to gain insights into strengths and weaknesses of undead creatures. DC starts at 20 for easy questions.

Volume IV: Can buy ranks in Knowledge (the planes) to uncover information on the Negative Energy Plane. DC starts at 25 for easy questions.

Volume V: Secret knowledge on how to create undead wyrms, from skeleton dragons to ghost dragons and on summoning shadow dragons.

Volume VI: Information on how to voluntarily transform the caster into a Lich.

Volume VII: Information on how to transform the caster into a Demi-Lich.

Secrets of Animancy, The

By Grimpen Seventhson

The caster needs Charisma 13+, 15 ranks in Knowledge (arcana), the craft wondrous items feat plus any other two item creation feats to properly use this tome.

This book provides the necessary instructions for the creation of golems and many other types of constructs. The creator can optionally imbue on the constructs expertise in the form of skill ranks. The caster can imbue ranks in a skill by expending 100 XP per rank (on top of any XP cost for creating the construct). These skills also become a class skill for the construct. A caster can never spend enough XP to drop a level but the caster can later on raise that construct's skill ranks again in the same way. Constructs enhanced this way are still limited to a maximum number of ranks of their HD + 3 to any one skill. The caster is able to imbue a number of different skills equal to his Charisma bonus. Constructs that have no Intelligence score can't use any skills that have Intelligence as key ability.

RANDOM TITLE GENERATOR

If you want even more manuscripts you can use the following tables to generate a title for scrolls, books and tomes. Just mix and match accordingly or you can just choose from the following tables.

TABLE 1-4: ADJECTIVES

d%	Choices
01	Complete
02	Absolute
03	Lost
04	Ancient
05	Fantastic
06	Elven
07	Dwarven
08	Human
09	Draconic
10	Occult
11	Forgotten
12	Modern
13	Legendary
14	Magical
15	Epic
16	Ergothian
17	Abanasinian
18	Solamnic
19	Martial
20-100	DM's Choice

TABLE 1-5: VERBS

d%	Choices
01	Creating
02	Binding
03	Summoning
04	Making
05	Establishing
06	Building
07	Enchanting
08	Detecting
09	Manipulating
10	Directing
11	Animating
12	Spellcasting
13	Practicing
14	Explaining
15-100	DM's Choice

TABLE 1-6: NOUNS

d%	Choices
01	Life
02	Death
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SOURCES

The following Dragonlance products were a primary source when researching for this article.

- *History of Dragonlance*
- *Leaves from the Inn of the Last Home*
- *More Leaves from the Inn of the Last Home*

About the Author

Richard Connery has been running his current Dragonlance campaign for almost 4 years now, transferring it to D&D 3E rules in the middle of the War of the Lance. He still hopes to run a Masque of the Red Death campaign with his regular players someday. Richard's other interests include graphic design, programming and reading as much as he can, from physics papers to fantasy literature.



Ogre Titans

Elixir of Tyranny

—Written by Richard Connery

History has always been influenced by governments. The fact that the established truth might clash to individual dictators is of small problem to them: they simply rewrite history as they see fit. Nowhere is this truer than in modern Ogre nations. Dauroth's lies may be glaring to outsiders but they feed the ogres' deepest desires. Regardless of whether his theory on Ogre history is believable the crux of the matter is that his loyal Titans are here to stay and constantly threaten neighbouring nations.

It was in 419 AC (36 SC) that the ogre-magi and ruler of Blöde successfully created a new breed of ogres, which he deceitfully stated were the real ancestors of contemporary ogres. These "Titans", as Dauroth named them, are a nerve-racking sight to behold. They stand around fifteen feet tall, their blue skin smooth and shiny. From their hands, sharp claws make them awesome fighters in close-combat.

THE TRANSFORMATION

An ogre titan is created when an ogre being is immersed in a container with elven blood (half-elven blood is useless) inside a room filled with magical writings. The ritual also requires several exotic components along which a collection of gems worth at least 5,000 stl. The caster also had to previously scribe the entire room (same monetary and XP costs of creating a *limited wish scroll*). Once the ogre is submerged in the container and the spellcaster summons the magical energies contained in the magical writings the ogre arises transformed into a titan.

MAINTAINING THE STATE OF GRACE

Ogre Titans need monthly doses of the magical elixir created by Dauroth to avoid becoming degenerates. Degenerate Titans lose all abilities granted by the template with the exception of Racial Hit Dice, Racial Skills and Racial Feats. The degenerate ogre-titan also suffers the following:

Abilities: A degenerate titan loses -2 to Strength, Dexterity and Constitution, -6 to Intelligence, -4 to Wisdom and Charisma. These penalties can only be recovered by undergoing the ritual again or by *miracle* or carefully worded *wish* spell.

CREATING AN OGRE-TITAN

"Ogre-Titan" is a template that can be added to any non-Good corporeal creature with ogre blood (referred to hereafter as the character). The creature type is unchanged. An ogre-titan creature uses all the base creature's statistics and special abilities except as noted here.

Size: The ogre-titan becomes Large if not already in which case the character's build increases but not enough to change size category.

Speed: Increase to 40 ft or the character's natural speed, whichever is better.

Racial Hit Dice: The ogre-titan receives 2 levels of giant. This provides 2d8 Hit Dice, a base attack of +2, and base saving throws of Fort +3, Ref +0, and Will +0.

Racial Skills: The ogre-titan's extra giant levels provided by the template give him skill points equal to 2 + Int modifier, minimum 2. His class skills are Listen, Search, Sense Motive, and Spot.

Racial Feats: The ogre-titan's extra giant levels provided by the template can give him an extra feat as per Table 2-2: Experience and Level Dependent Benefits on page 22 of the *Player's Handbook*.

AC: The ogre-titan has +5 natural armor or the character's natural armor, whichever is better.

Damage: Characters gain a claw melee attack that deals a base 2d4 damage.

Special Attacks: An ogre-titan retains all the character's special attacks and also gains those listed below. Saves have a DC of 10 + 1/2 ogre-titan's HD + ogre-titan's Charisma modifier unless noted otherwise.

Drain Undead Essence (Su): As a full-round action, the ogre-titan can make a melee attack roll with its natural weapon against creatures with the Undead type. Only undead with 20 or less hit points remaining are affected by this supernatural ability. If the attack is successful, the undead crumbles to dust as if destroyed by a cleric using its turn undead ability. The ogre-titan gains a +1 circumstance bonus to Charisma per 5 hit points the undead had before being destroyed rounding up. This bonus remains for one day. Ogre-titans with at least one level of sorcerer or bard can use this increase to recalculate their bonus spells and spell save DCs for the duration.

Soul Blast (Sp): As *magic missile* spell but the ogre-titan has to give up a little of himself with each use of this ability. Can evoke one missile for each 2 hit points spent by the ogre-titan up to a maximum of five missiles per use of this ability.

Awe/Fear Aura (Su): Creatures of ogre blood with less than 5 HD in a 60-foot radius that look at the ogre-titan must succeed at a Will save or be affected as though by *charm monster* as cast by a sorcerer of the ogre-titan's level. Non-ogre creatures with less than 5 HD are affected by *fear* as cast by a sorcerer of the ogre-titan's level if they fail the Will save.

Special Qualities: An ogre-titan retains all the character's special qualities and those listed below.

Scent (Ex): This extraordinary ability lets the ogre-titan detect approaching enemies, sniff out hidden foes, and track by sense of smell which they are highly skilled at.

Inscrutable Intellect (Su): This continuous effect grants ogre-titans a +4 racial saving throw bonus against Enchantment spells or effects.

Stone Shape (Sp): As a full-round action, an ogre-titan can form an existing piece of stone or metal into any shape that suits the ogre-titan's purpose. *Stone shape* also permits you to reshape a stone door to make an exit where one didn't exist or to seal a door shut. There is a 30% chance that any shape including moving parts simply doesn't work but the ogre-titan receives a +10 competence bonus to craft checks that lasts until this power is dismissed. Using this power requires concentration and the ogre-titan cannot take any other actions other than walking at half-speed. Once the ogre-titan dismisses this power he becomes exhausted.

Saves: Same as the character.

Abilities: An ogre-titan gains +2 to Strength, Dexterity and Constitution +6 to Intelligence, +4 to Wisdom and Charisma.

Skills: Ogre-titans receive a +8 racial bonus to Listen, Search, Sense Motive, and Spot checks, otherwise same as the character.

Feats: Ogre-titans receive the martial weapon proficiency feat in greatclub and longspear as well as the improved unarmed strike feat if the base creature doesn't already have it, otherwise same as the character.

Climate/Terrain: Any land and underground.

Organization: Solitary or pair.

Challenge Rating: Same as the character + 5.

Treasure: Half coins; half goods; double items.

Alignment: Any non-Good.

Advancement: By character class.

SAMPLE OGRE-TITAN

This example uses a 1st-level fighter Ogre as the character.

Ogre-Titan

Large Giant

Hit Dice: 6d8 + 1d10 + 21 (50 hp)

Initiative: +4 (Improved Initiative)

Speed: 40 ft.

AC: 21 (−1 size, +5 natural, +7 half-plate)

Base Attack/Grapple: +5/+15

Attack: Claw +11 melee (2d4+6)

Full Attack: 2 Claws +11 melee (2d4+6); or Huge greatclub +11 melee (2d6+9); or Huge longspear +5 ranged (2d6+6)

Space/Reach: 10 ft./10 ft. (15–20 ft. with longspear)

Special Attacks: Awe/fear aura, *soul blast*, drain undead essence

Special Qualities: Scent, darkvision 60 ft., inscrutable intellect, *stone shape*

Saves: Fort +12, Ref +1, Will +3

Abilities: Str 23, Dex 10, Con 17, Int 12, Wis 14, Cha 13

Skills: Climb +2, Listen +12, Search +9, Sense Motive +12, Spot +12

Feats: Improved Initiative, Improved Unarmed Strike, Martial Weapon Proficiency (greatclub, longspear), Simple Weapon Proficiency, Weapon Focus (greatclub)

Climate/Terrain: Any land and underground

Organization: Solitary or pair

Challenge Rating: 8

Treasure: Half coins; half goods; double items

Alignment: Chaotic evil

Advancement: By character class



About the Author

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Sneak Peak

The Kencyclopedia

— Excerpts from The Kencyclopedia by Sean Macdonald & Brian Nowrocki



In this issue we're proud to preview Kipper Snifferdoo's most recent achievement: the Kencyclopedia! The

culmination of a lifetime's obsession with all things kender, this definitive guide elevates the diminutive heroes from the unsung saviours of Krynn to their rightful place as the indispensable cornerstone of any Dragonlance adventuring party.

Join us as we pilfer a few snippets from this mammoth tome (we'll give 'em back later), but for the full story of this uniquely Krynnish race, download the entire sourcebook free at www.kencyclopedia.com/handbook.

ON THE MYTHS OF KENDER ROLEPLAYING...

Myth #4: Kender Players Need to Talk Non-Stop to Simulate a Real Kender

I applaud your zealotry, but it does get annoying. By talking non-stop to various people, you are once again wasting game time, and while you might have fun stopping every person you meet on the street and telling them about your Uncle Tasslehoff, you may find your friends planning D&D sessions and not telling you about them.

ON KNOWING WHO YOUR FRIENDS ARE...

The DM takes a big risk by allowing a kender in his campaign. A kender shakes things up and can easily cause the party to stray from the path in which the DM originally intended. Therefore, be nice to the guy. He's obviously either very brave or very stupid, but he's still

a cool happening guy. Also, he reserves the right to have a rock fall on your character, so it really helps to behave yourself...

ON KENDER CHILDHOOD...

Occasionally, small groups of young kender can be found being watched over by older friends or relatives, so that kender parents can take care of their duties within the community. These "Kender Wranglers" keep an eye on younger kender... [their] houses usually have fenced in yards where the kenderkin can roam, and many locks on the front door. The locks, of course, are not for the security of the kender wrangler's house, but more for the entertainment of the young kender that try to pick them...

ON KENDER REPUTATIONS...

When someone mentions a kender, first they pat their pockets. Second they think of a slender figure standing no more than four feet tall, surrounded with pouches. Then they pat their pockets again. To the outside world at large, the word "kender" is just another term for thief, nuisance, scoundrel, or meddlesome rogue. A large majority of the population understands that kender can't help themselves. But they also understand that if that dirty kender touches anything they own, they'll string them up by their topknots.

ON THE TRICKY SUBJECT OF THE GIANT HAMSTER...

No one knows exactly where Giant Hamsters first came from. Legend claims that the first Giant Hamster was sent here from another planet to warn the kender of an impending doom. Of course most serious scholars dismiss this as a kender tale...